

FIG. 1

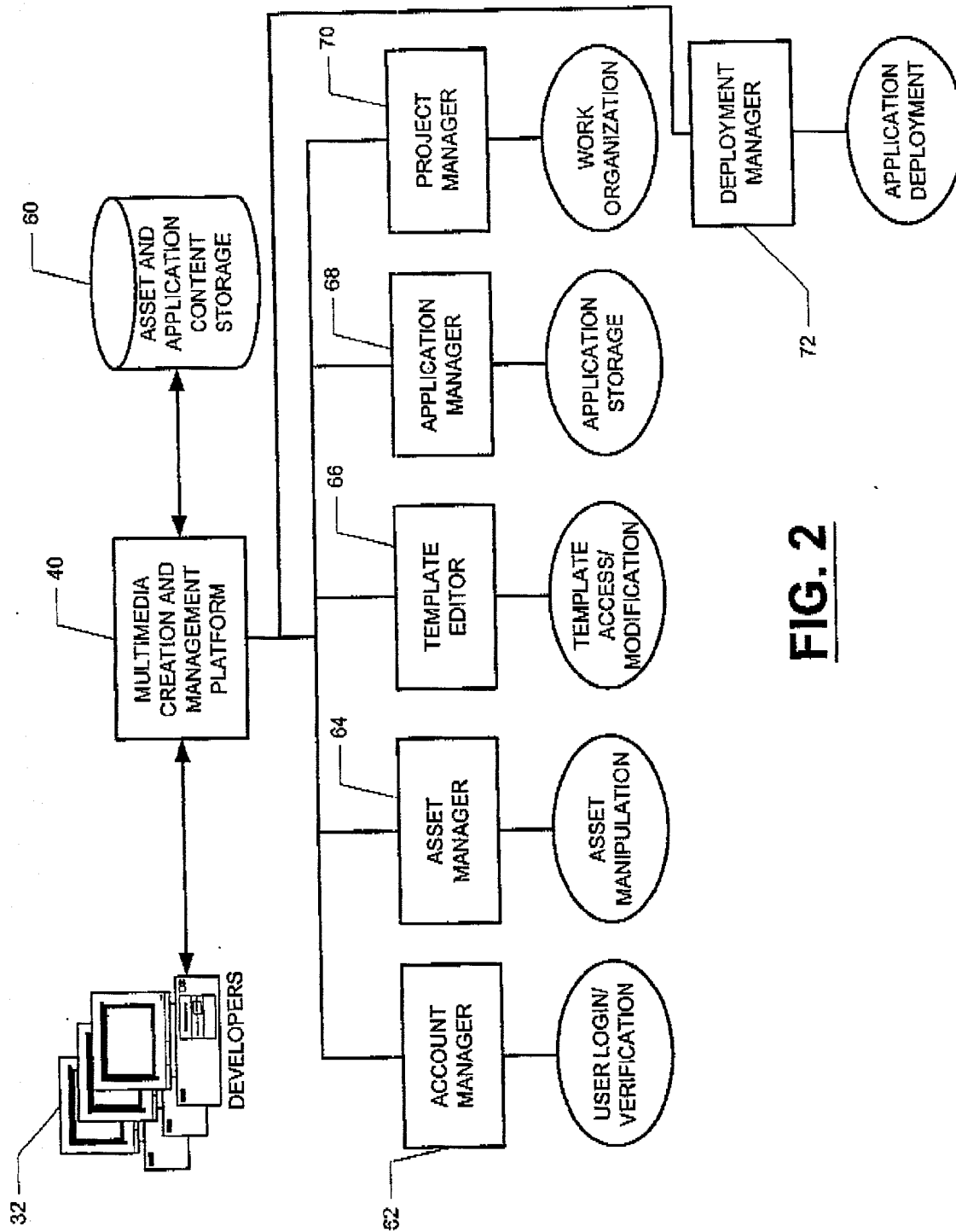


FIG. 2

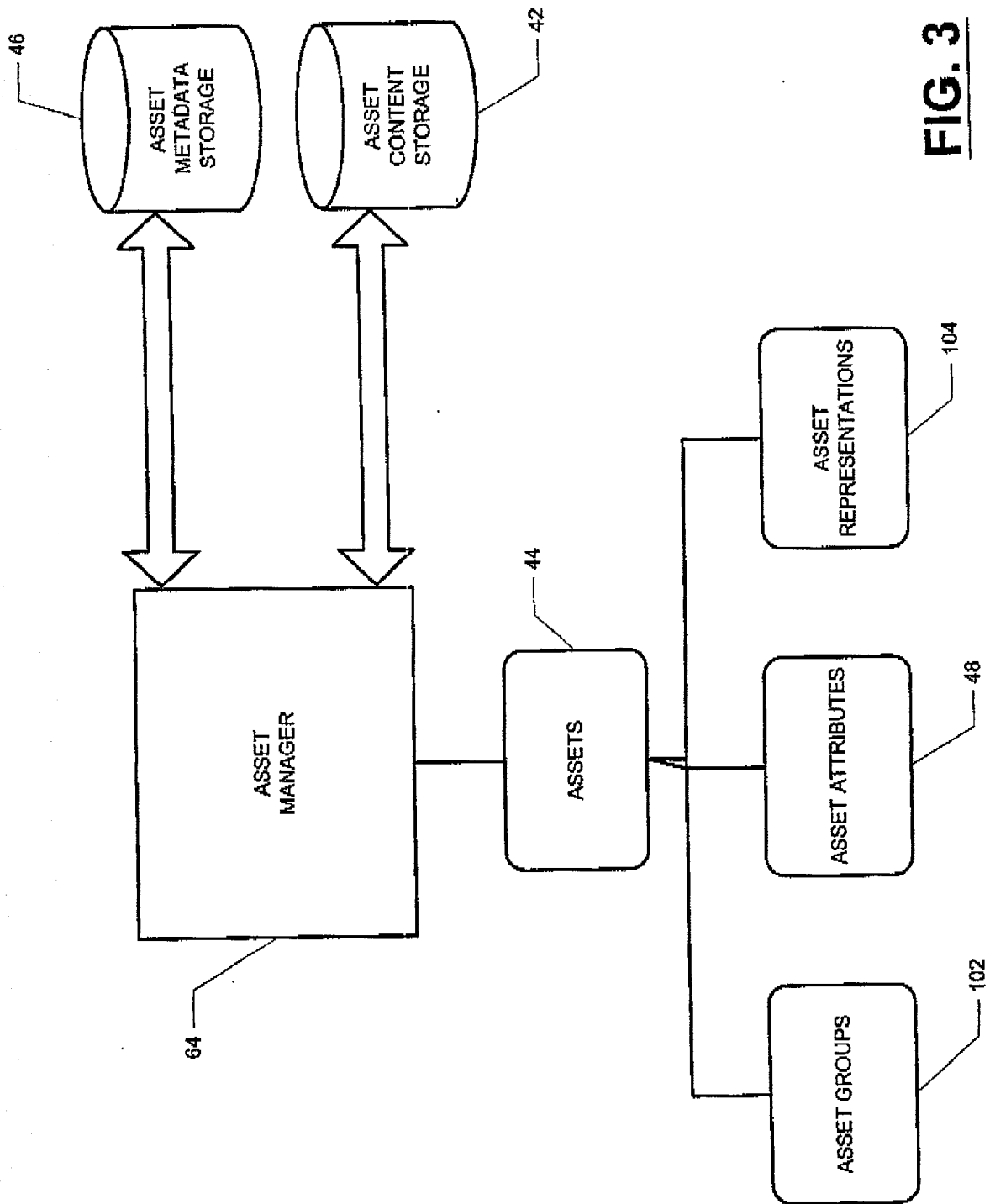


FIG. 3

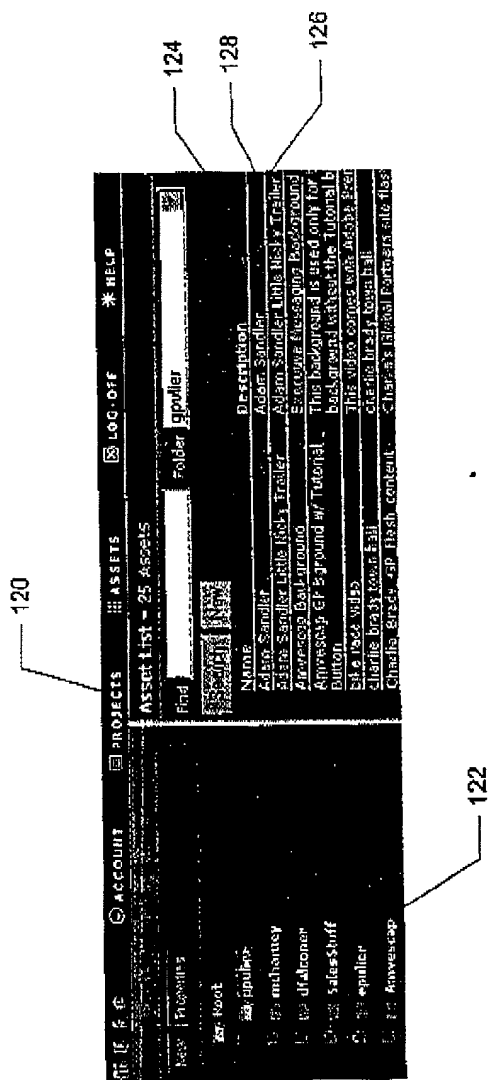


FIG. 4A

64

160

Entity Editor

Entity Information

Entity Location

Entity Name

Idos

Current Users

Name	Writes	Reads	Admin	Remove
Law, Brian	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Public, 5/50	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Public, 5/50	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Neo Users

User ID	Writes	Reads	Admin	Remove
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Save

New

Delete

FIG. 4C

www.fox.com with your fox ID
and click Add New Item
from the Add New Item
menu

84

170

Type Information	
Type Name	Music Video
Type	Music Video
Type	Video
New Field (Click Select to add field.)	
Save	New
Delete	

FIG. 4D

Copyright 2002 by Microsoft Corporation. All rights reserved.

64

180

User Defined Field Editor

Type	Name	Album	Album Details
Text	180		
File Size	100		

Save New Delete

FIG. 4E

64

192

190

194

Existing Representations			
Type	Language	Bandwidth	File Type
URL	(n/a)	(n/a)	Jpeg Image
Remove			

New Representations			
Type	Language	File	Preview
Image	(n/a)		
Video	(n/a)		
Animation	(n/a)		
Small Thumbnail	(n/a)		
Large Thumbnail	(n/a)		
Original Asset	(n/a)		
Transcript	(n/a)		
Audio Clip	(n/a)		
Document	(n/a)		
Other	(n/a)		
URL	(n/a)		

Asset History			
User	Event	Created	Notes
Admin, GPO	Added		
Admin, GPO	Added		
Admin, GPO	Added		

10/22/01 11:15:07

Save New Delete

FIG. 4F

Format	File Size	Description
BMP	Large	Also known as a <i>bitmap</i> , this is a generic graphics format used by Paintbrush and many other programs.
CGM	Small	Clip-art pictures often come in Computer Graphics Metafile format.
GIF	Small	Picture file format commonly used on the Internet.
JPG	Small	Digital photographs are usually saved as JPEG files. Because of its small size JPEG files are also commonly used on the Internet.
WMF	Small	Another file format used for clip art pictures.
TIF	Large	A file format used by scanners, fax programs, and some drawing programs.

FIG. 4G

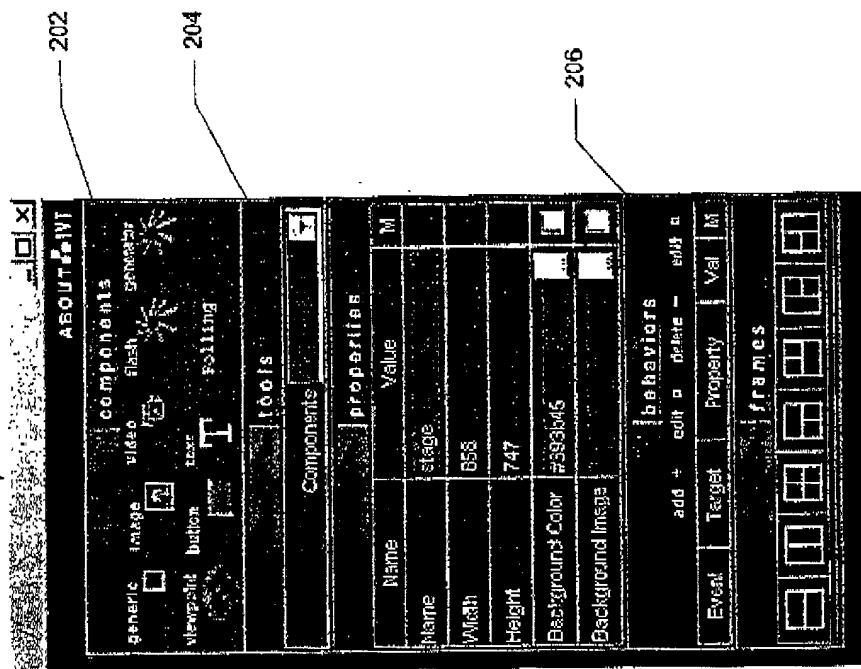


FIG. 5A

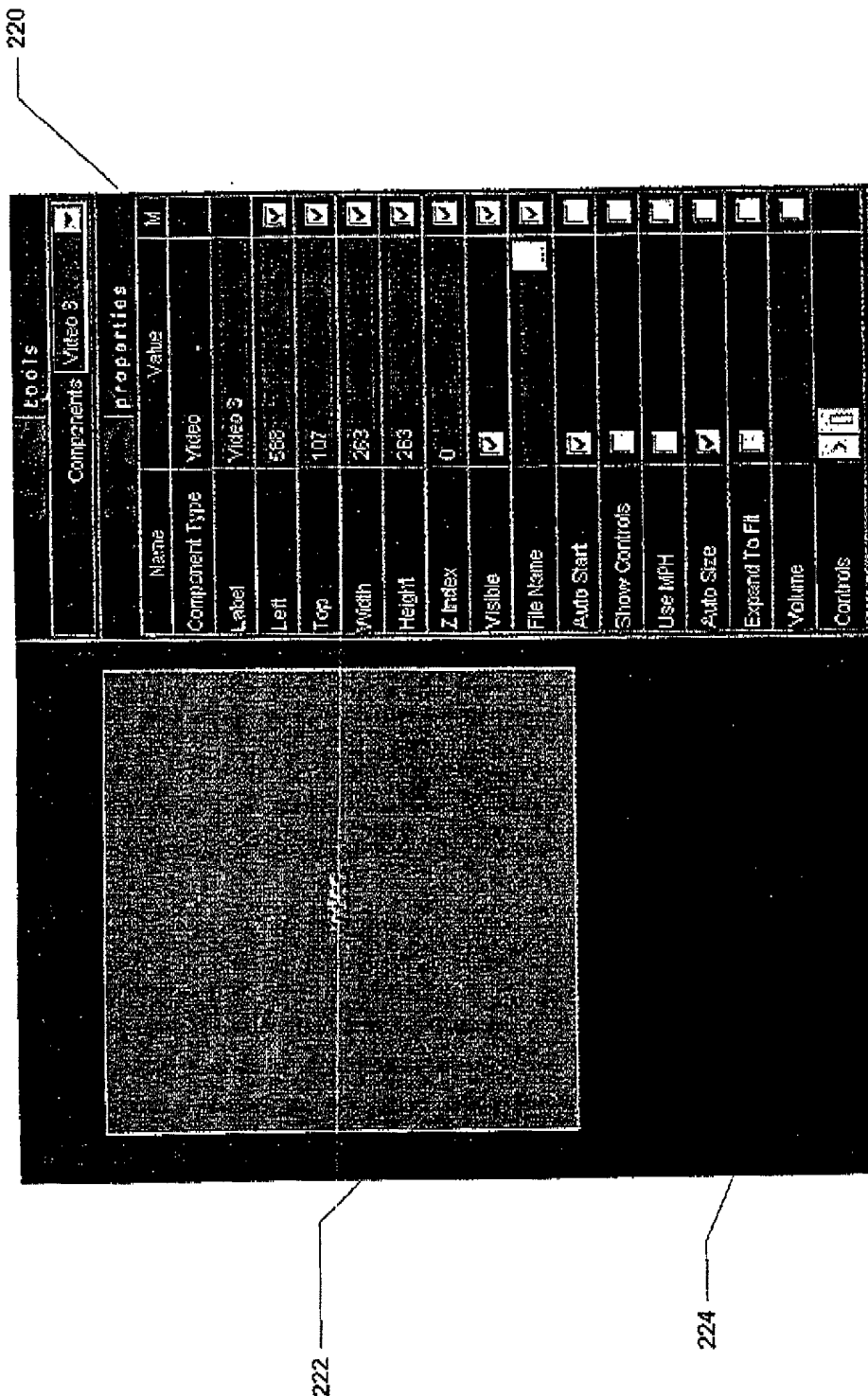


FIG. 5B

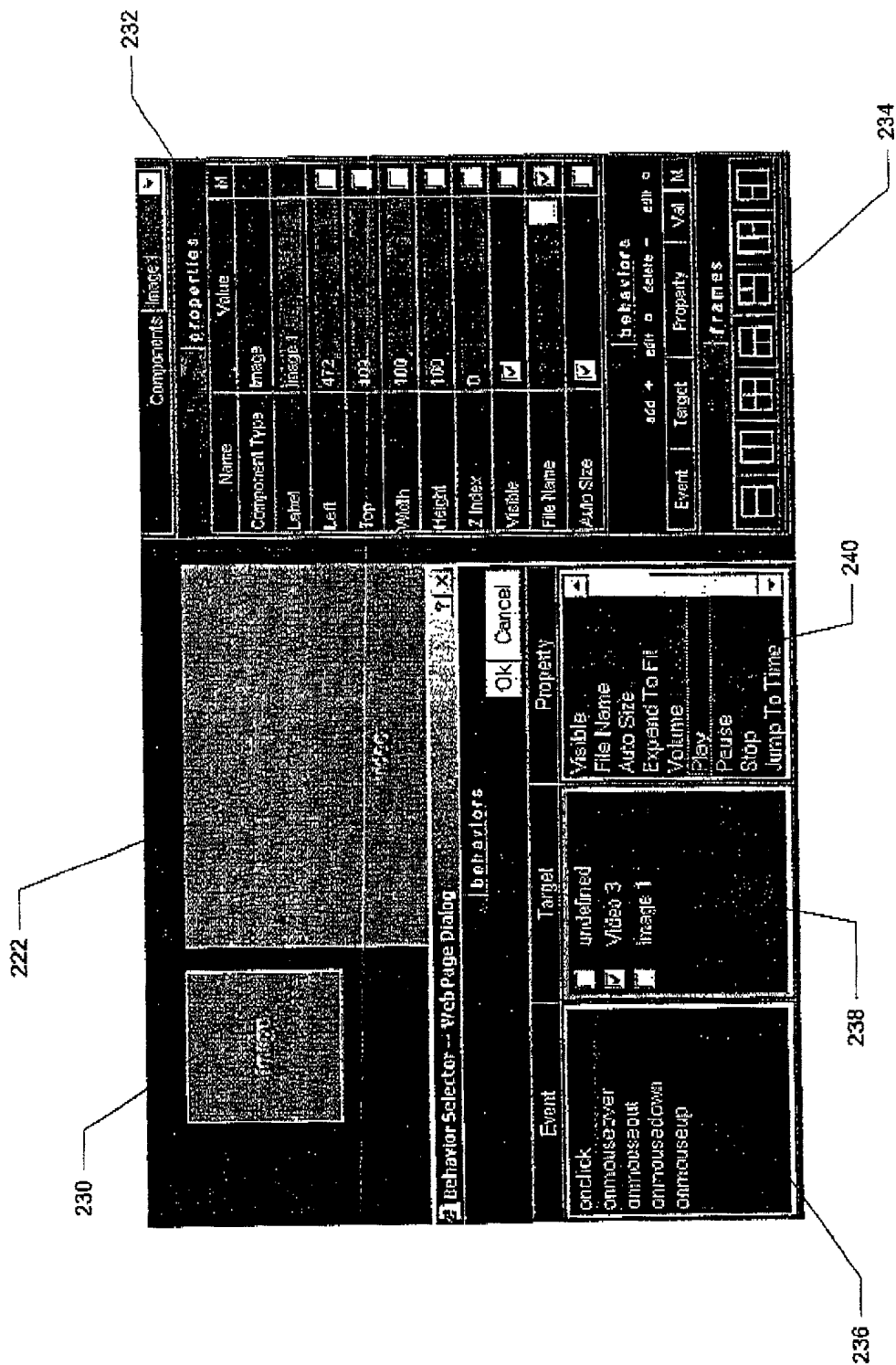


FIG. 5C

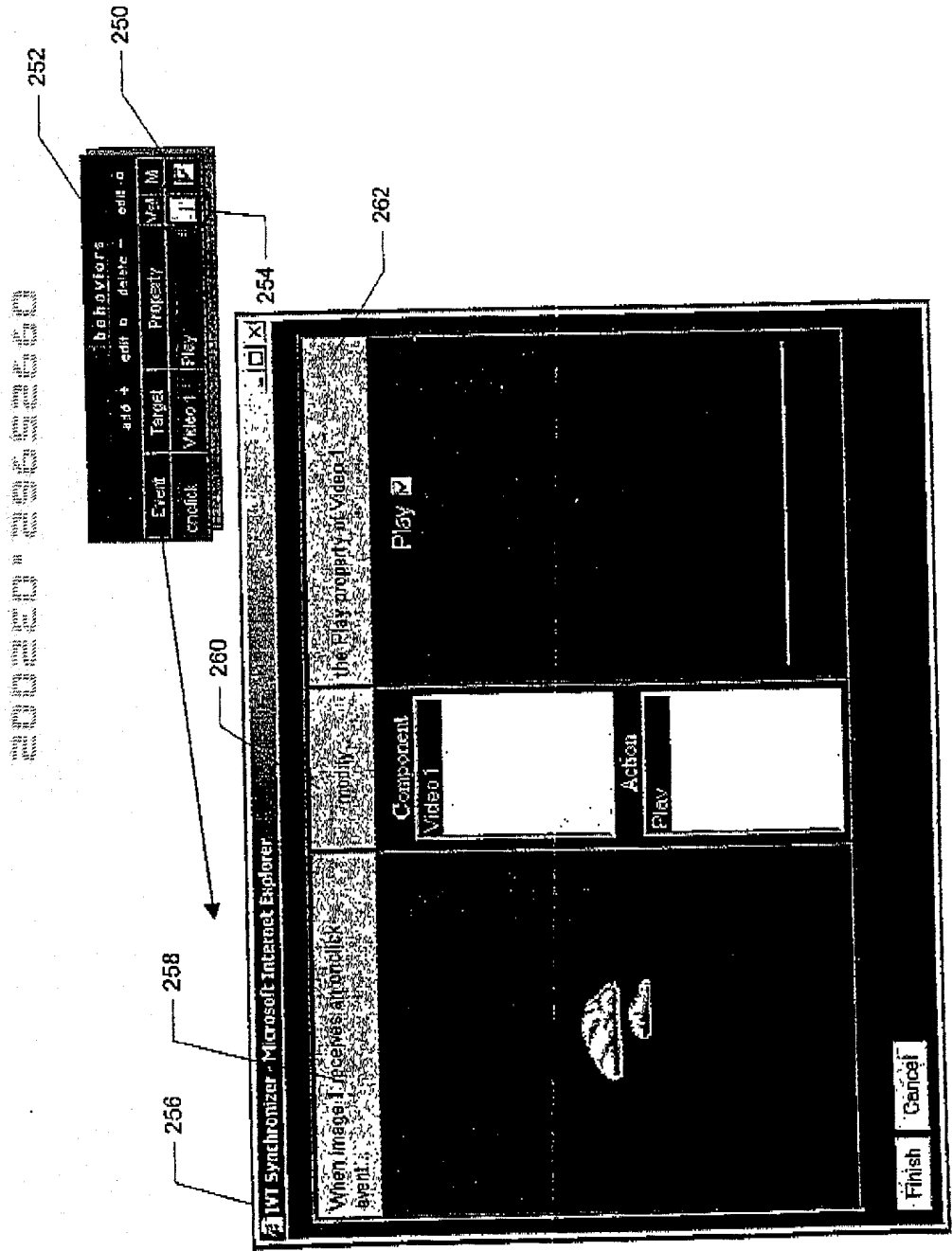


FIG. 5D



FIG. 6A

FIG. 6B

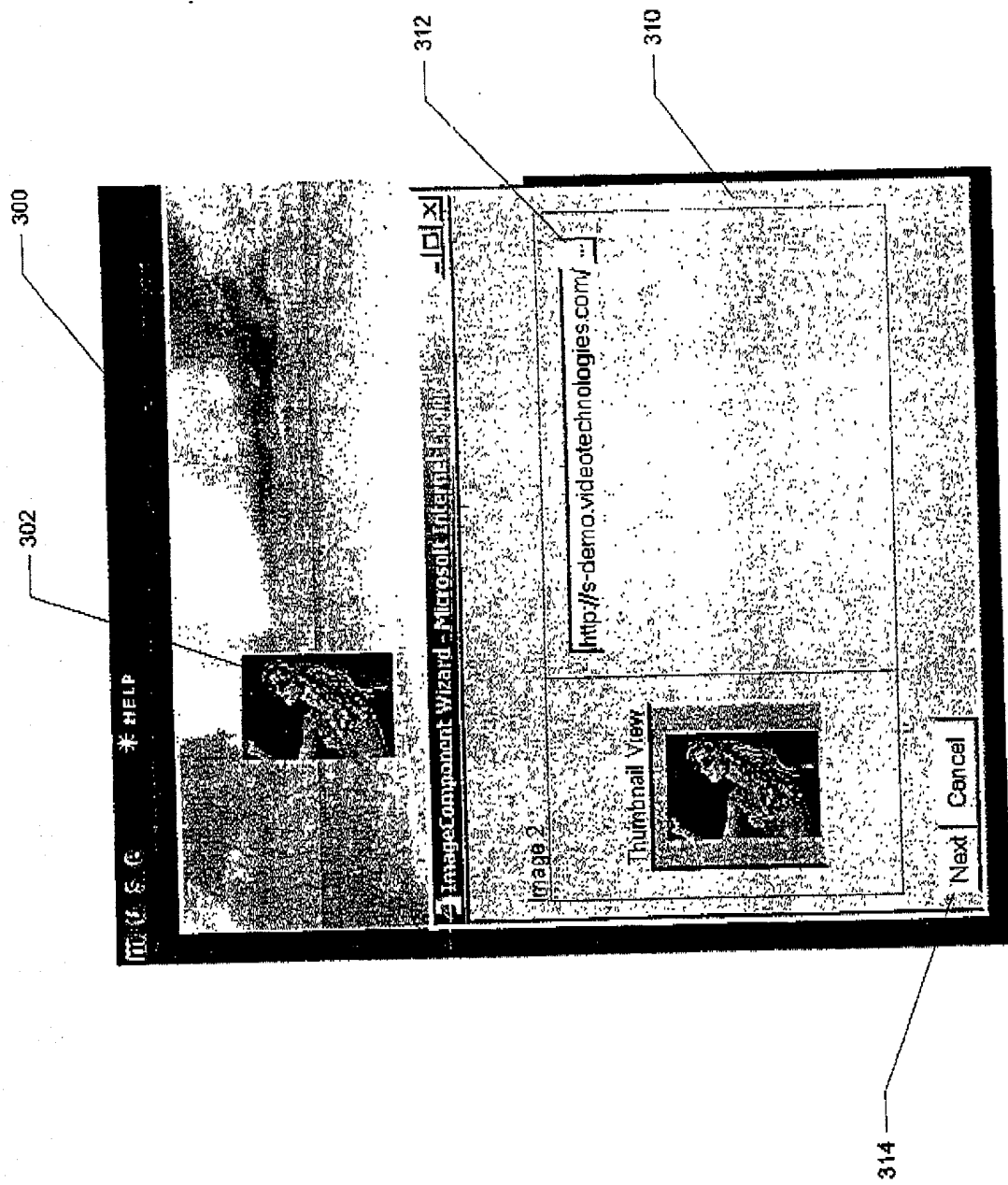


FIG. 6C

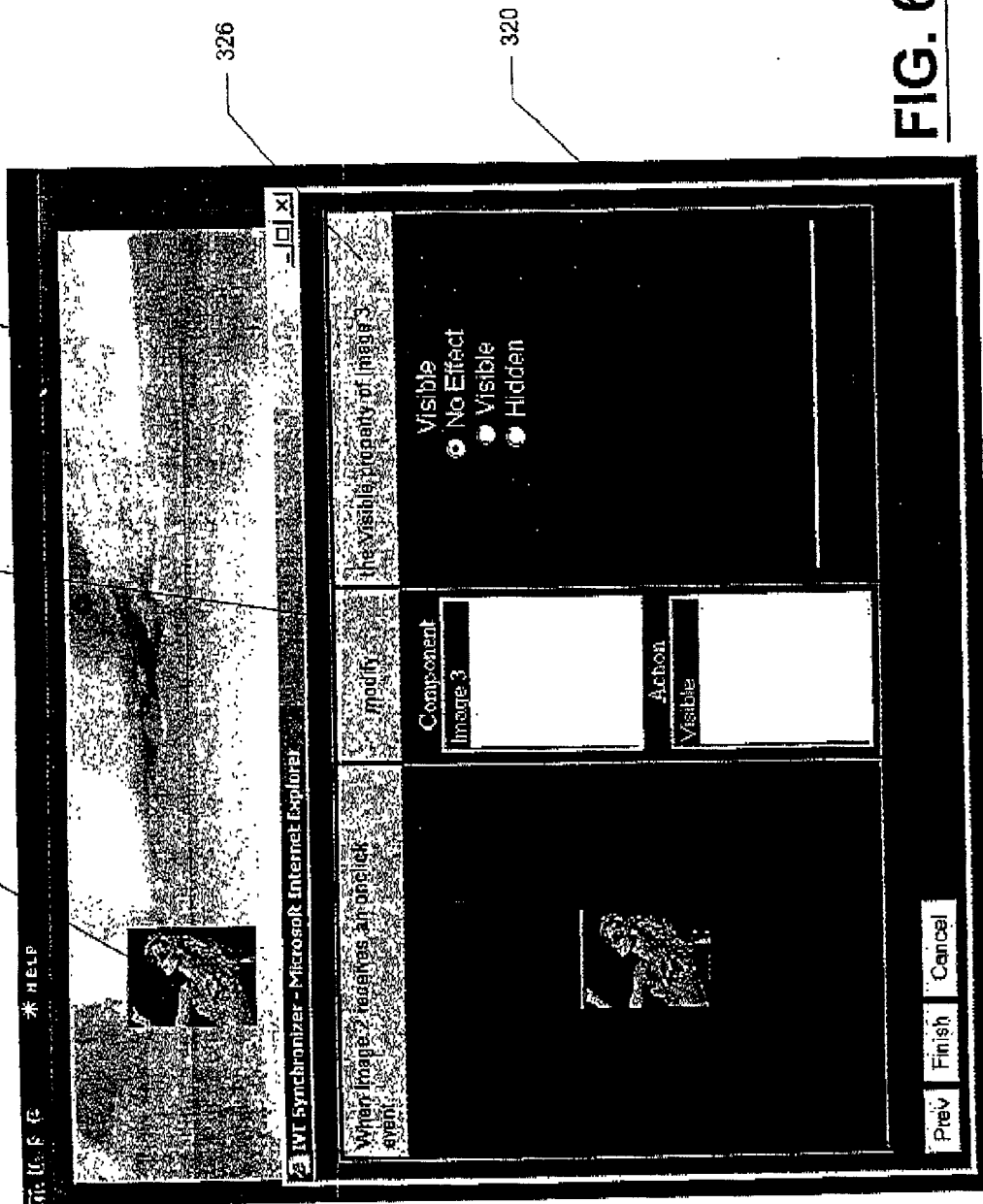


FIG. 6D

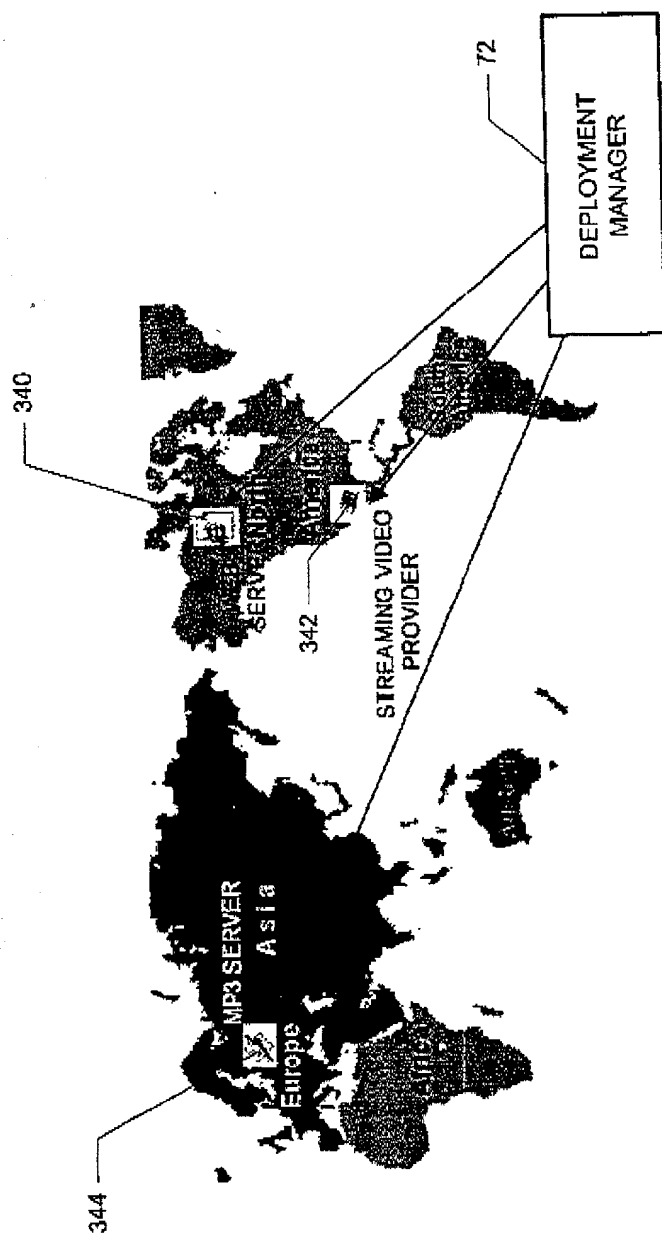


FIG. 7A

http://tools.intel.com/Deployment/Hosts/index.jsp?myFirstDeployment

Deployment Deployment Name: myFirstDeployment

2/16/2002 10:17:17 AM

Type	Extensions	Host Name	Server	User Name	Password	Add Asset Type	Delete Asset Type
VIDEO		WebSite	www.website.com	jason		Add Host	Delete Host
		UpLoad Path	http://www.website.com/Deploy				
		Link Path	http://www.website.com/Deploy				

Type	Extensions	Host Name	Server	User Name	Password	Add Host	Delete Host
IMAGE	gif, jpg	BEAM	www.beam.com	beam_account		Add Host	Delete Host
		UpLoad Path	http://www.beam.com/live/cw				
		Link Path	http://www.beam.com/live/cw				

Type	Extensions	Host Name	Server	User Name	Password	Add Host	Delete Host
		graphics	www.graphics.com	jason		Add Host	Delete Host
		UpLoad Path	/beamimages/				
		Link Path	http://www.graphics.com/				

Done Cancel

FIG. 7B

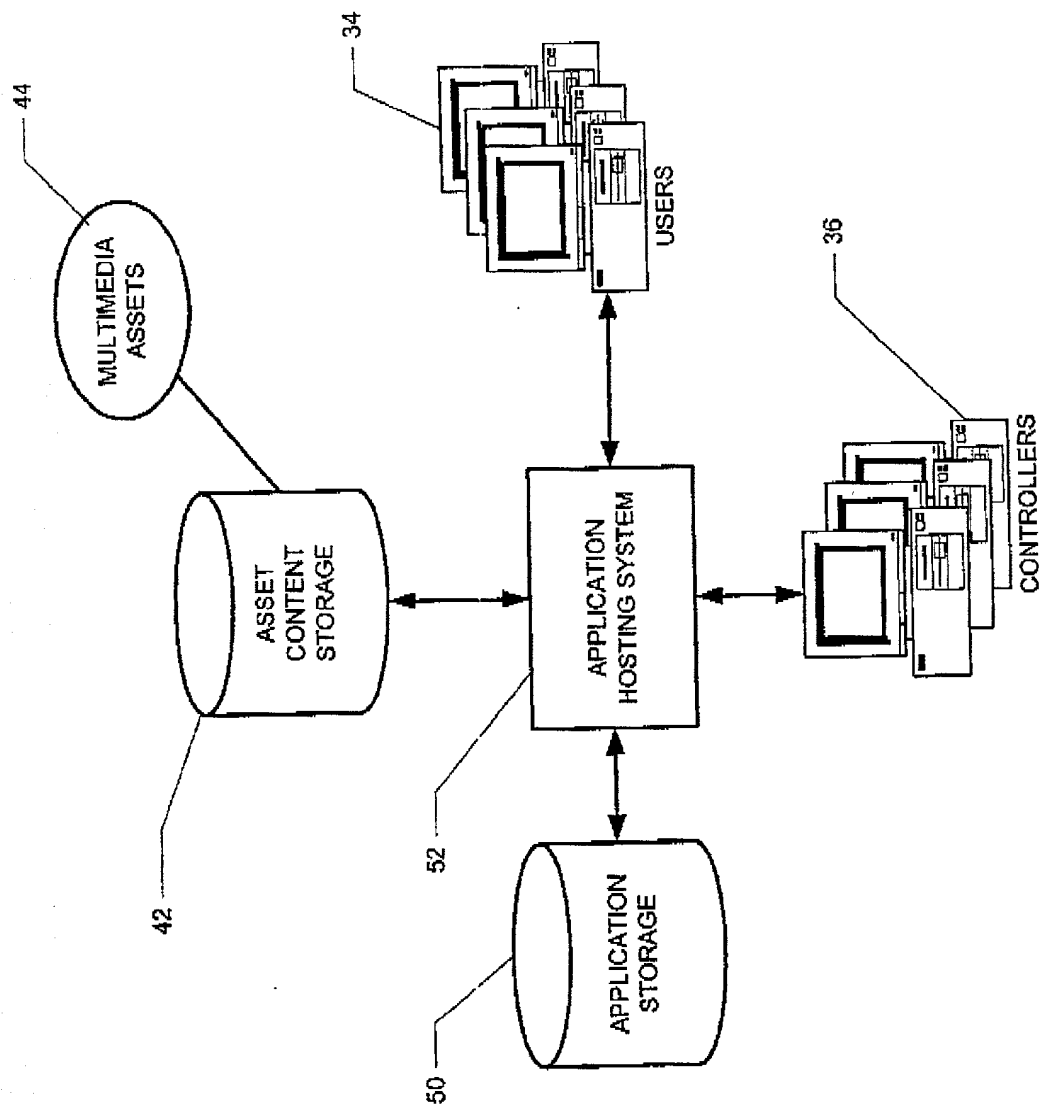


FIG. 8

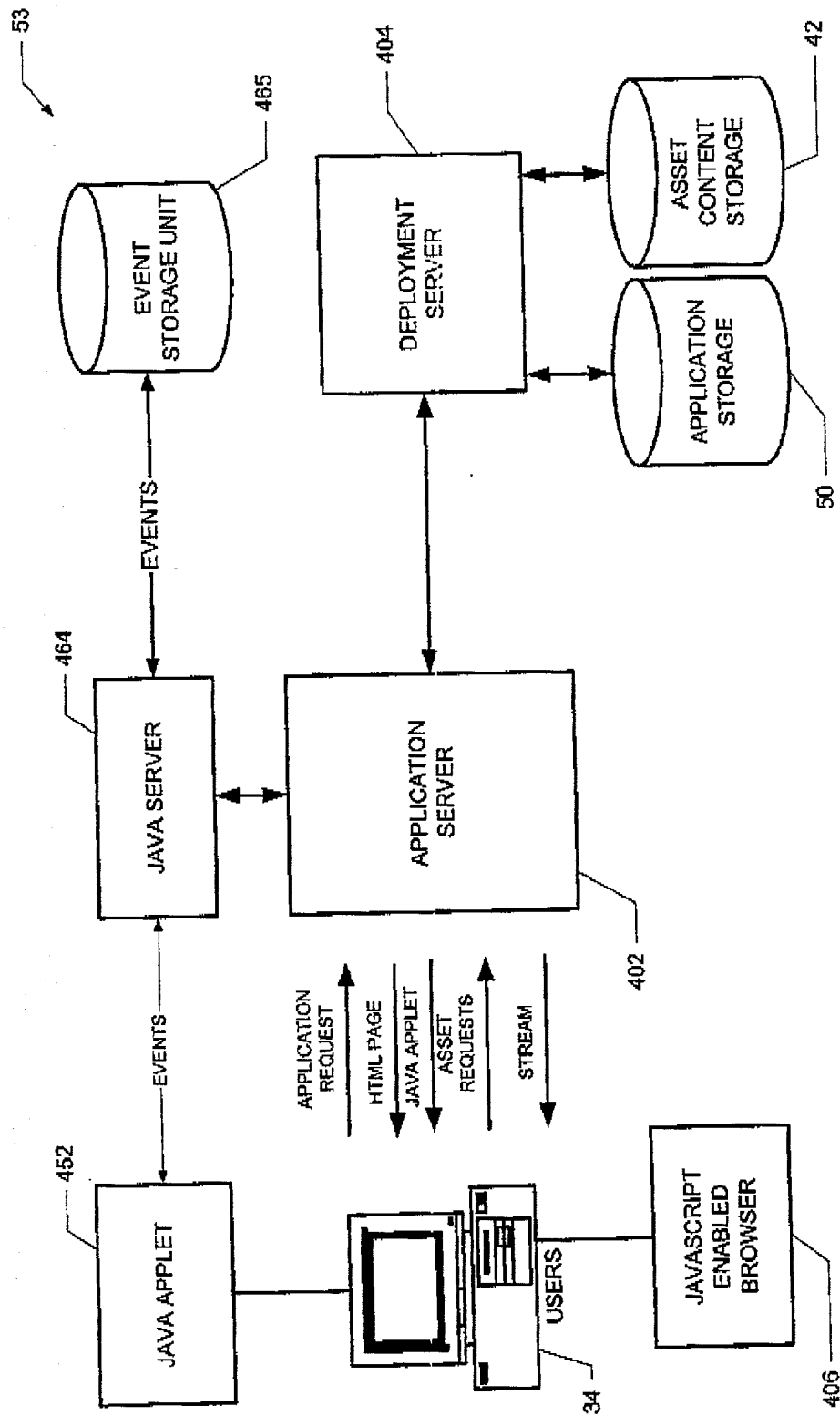
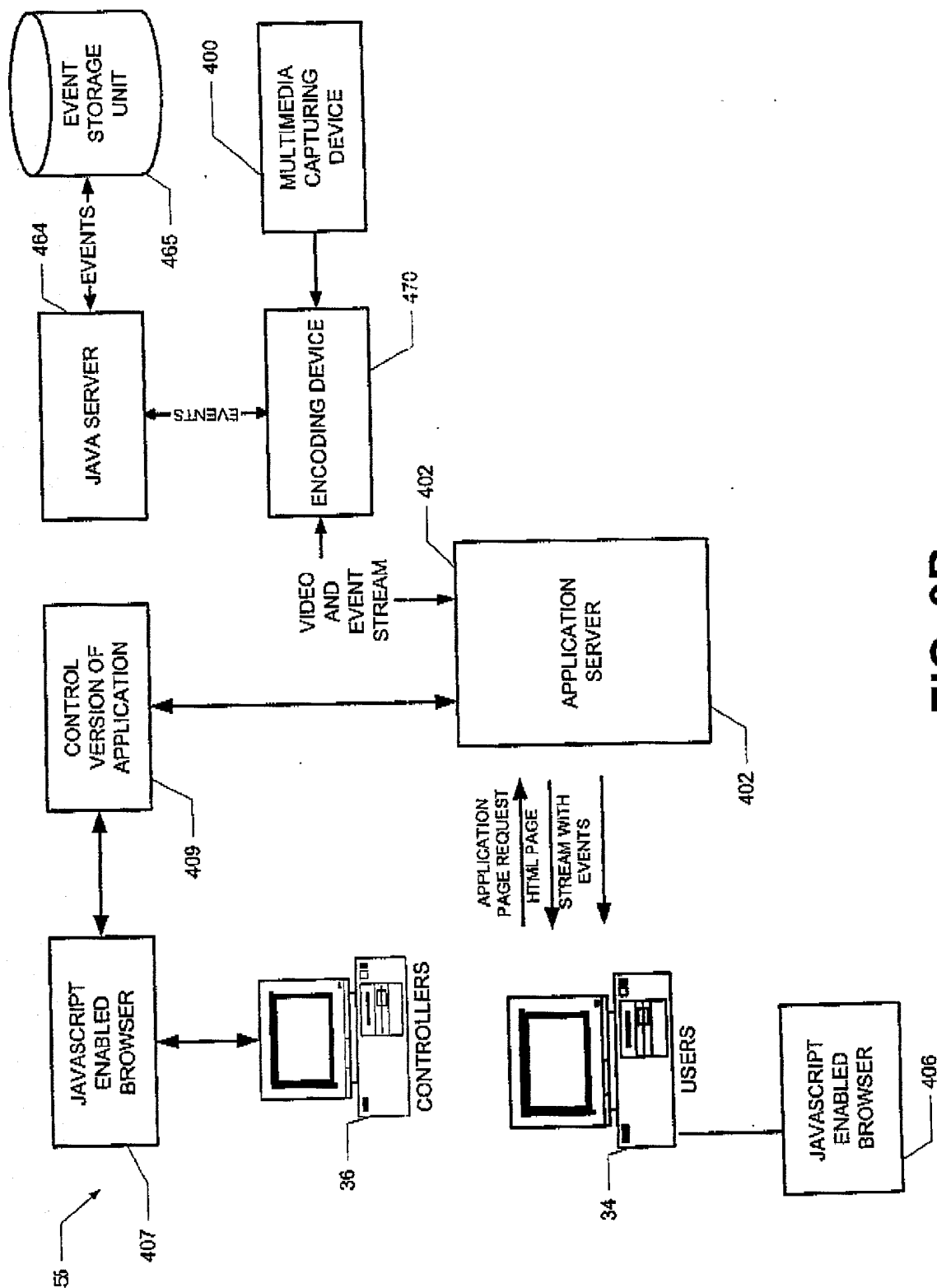


FIG. 9A



Event Handler:

- If currently stopped, exit now
- If currently paused, exit now
- Get current elapsed time and trigger ontimechange events as necessary
- If total time has elapsed
 - If auto repeat is on, set current time position back to beginning
 - Else stop time component now

Behaviors that can be fired on the time component:

Play:

- If we are already playing, do nothing
- If we were paused, $\text{baseTime} = \text{currentTime} + (\text{currentTime} - \text{pausedTime})$
- If we were stopped, send the onbegin event
- Set paused flag to false
- Set started flag to true
- If there was an onplay behavior, call it now

Pause:

- If we were already paused or not started, exit now
- Set $\text{pausedTime} = \text{currentTime}$
- Set paused flag to true
- If there was an onpause behavior, call it now

Stop:

- Set started flag to false
- Set paused flag to false
- Set base time to -1
- If there was an onstop behavior, call it now

JumpToTime:

- Set $\text{baseTime} = \text{CurrentTime} - \text{JumpToTime}$
- Call play function

FIG. 10

500

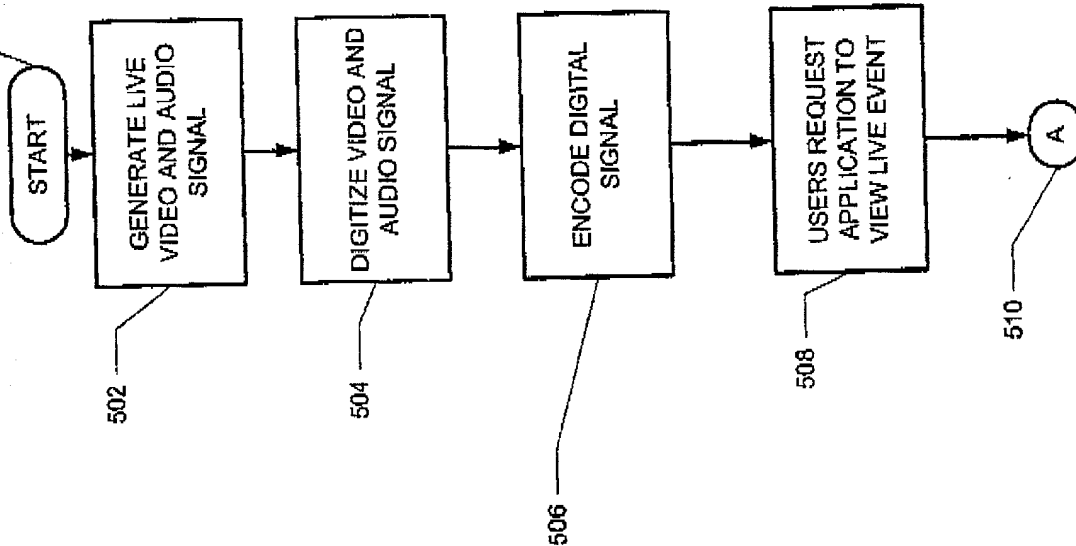


FIG. 11A

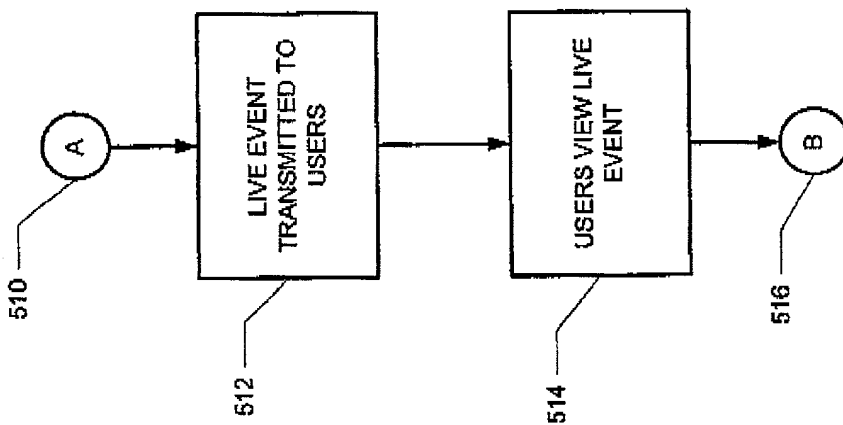


FIG. 11B

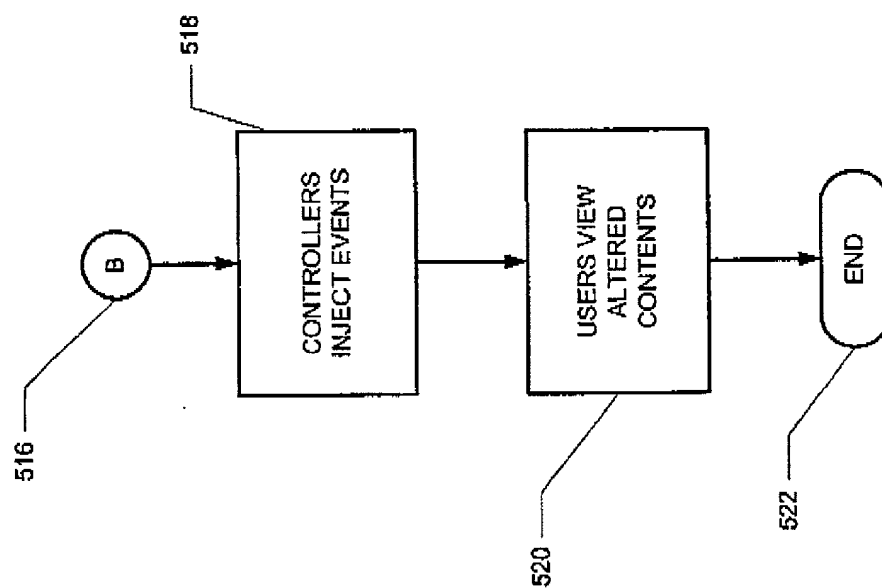


FIG. 11C

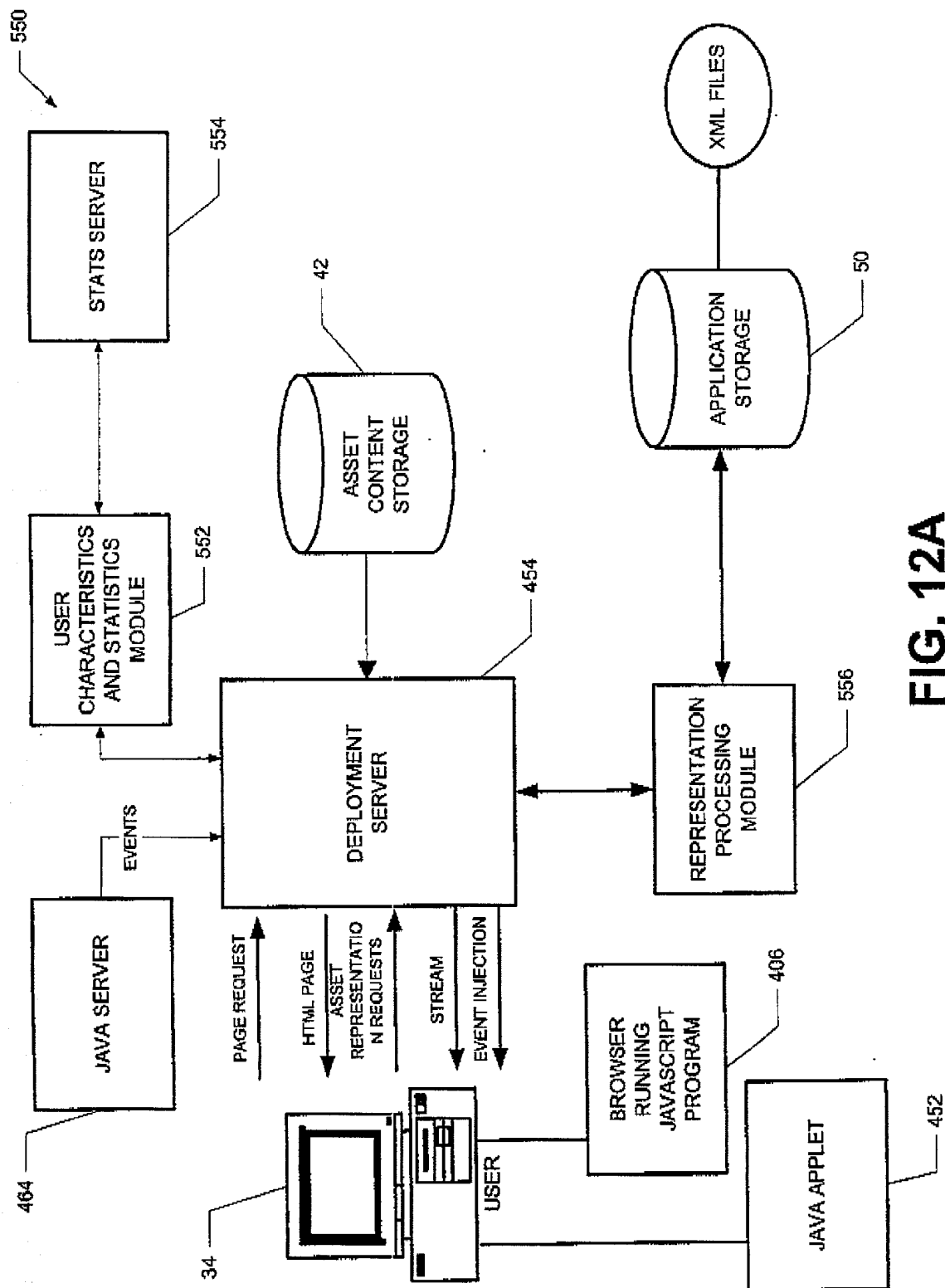


FIG. 12A

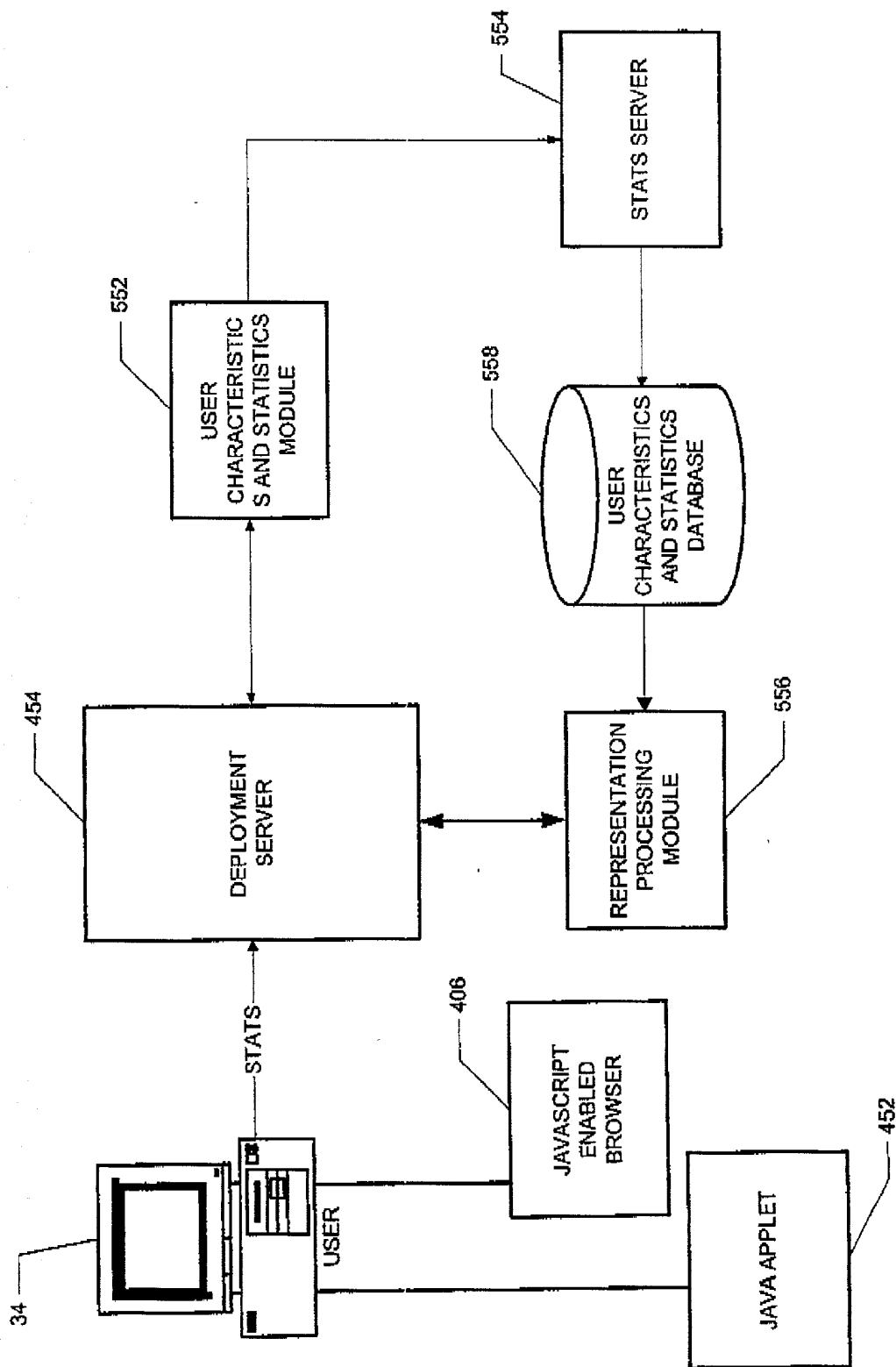


FIG. 12B

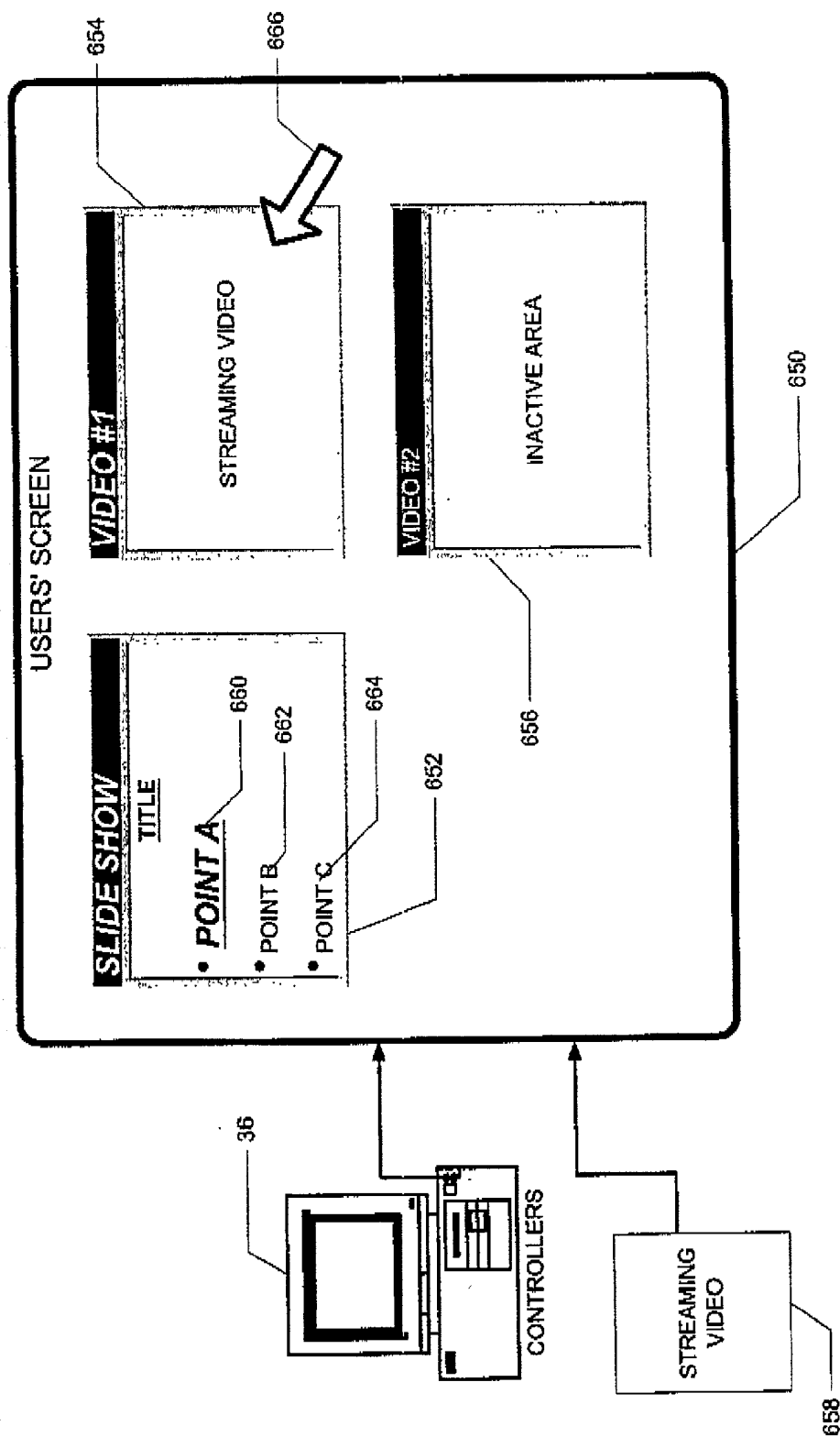


FIG. 13A

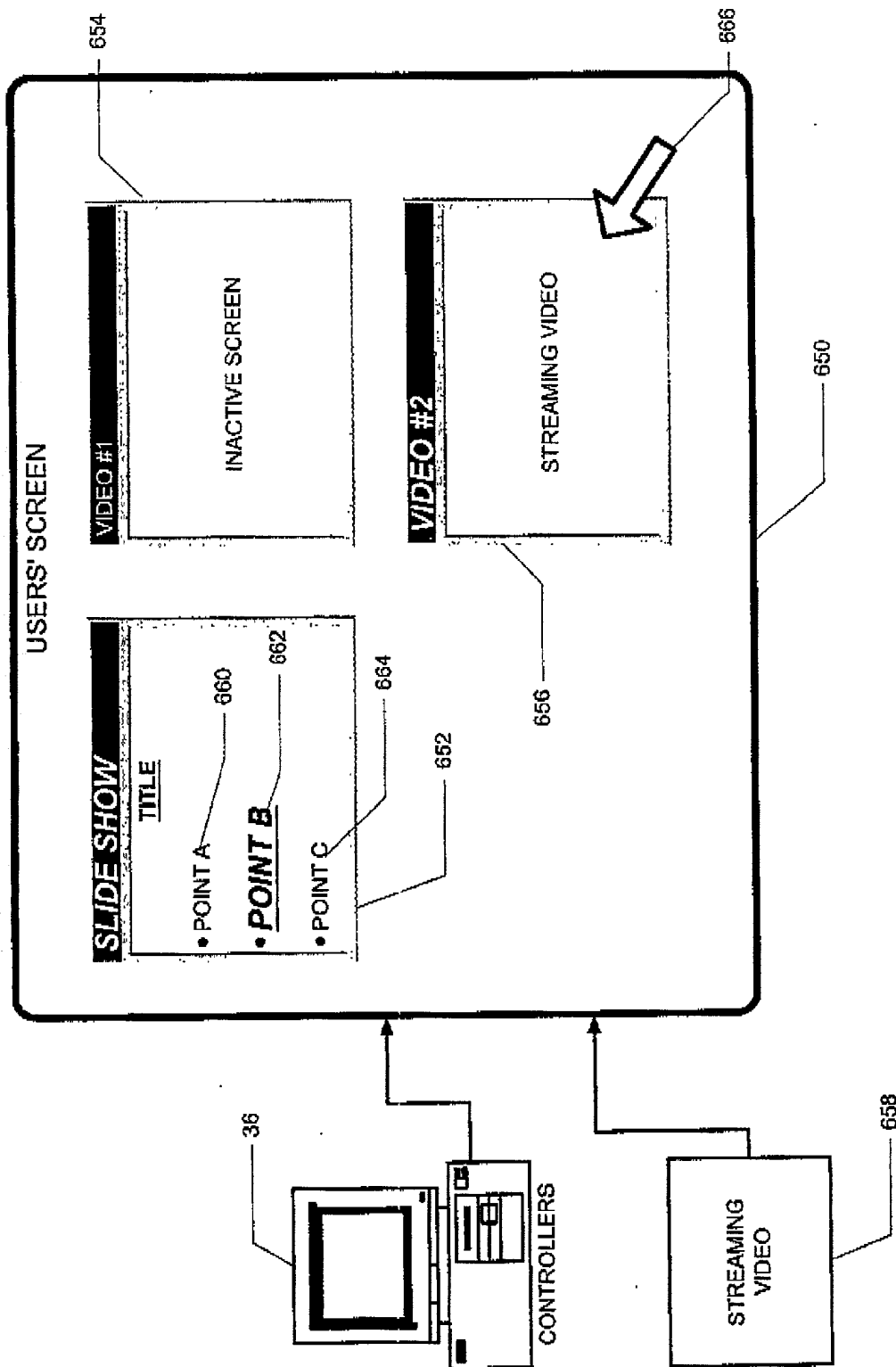


FIG. 13B

800

<SCRIPT language=javascript>

```

//*****
//      When calling any function or property that is a member of a class, instead of
//      using this.func() or this.prop use this.stub.func() or this.stub.prop.
//      This allows classes derived from a base class to override any function or property calls.
//      When overriding a base class's function, (e.g. func() ), use this.superclass.func()
//      to call the base implementation
//*****
function Component(subClass)
{
    //*****
    //      this stub = subClass|this;
    //      this.superclass = null;
    //*****
    this.propertyList = new Array("Left","Top","Width","Height");
    this.description = "Component";
    this.imageSrc = "";

    this.OnActivate = OnActivate;
    function OnActivate()
    {
        alert("Base Activate");
        this.stub.OnActivateProperties()
    }

    this.OnActivateProperties = OnActivateProperties;
    function OnActivateProperties()
    {
        alert("Base OnActivateProperties");
    }
}

```

FIG. 15A

800

```
808 ImageComponent.prototype = new Component;  
810 function ImageComponent(subClass)  
812 {  
814     this.stub = subClass|this;  
     this.superclass = ImageComponent.prototype = new Component(this.stub);  
     this.description = "Image";  
     this.propertyList[this.propertyList.length] = "Image Specific";  
     this.OnActivate = OnActivate;  
     function OnActivate()  
     {  
         alert("Image Child Activate");  
         this.superclass.OnActivate()  
     }  
     this.OnActivateProperties = OnActivateProperties;  
     function OnActivateProperties()  
     {  
         alert("Image Child OnActivateProperties");  
         this.superclass.OnActivateProperties()  
     }  
 }
```

FIG. 15B

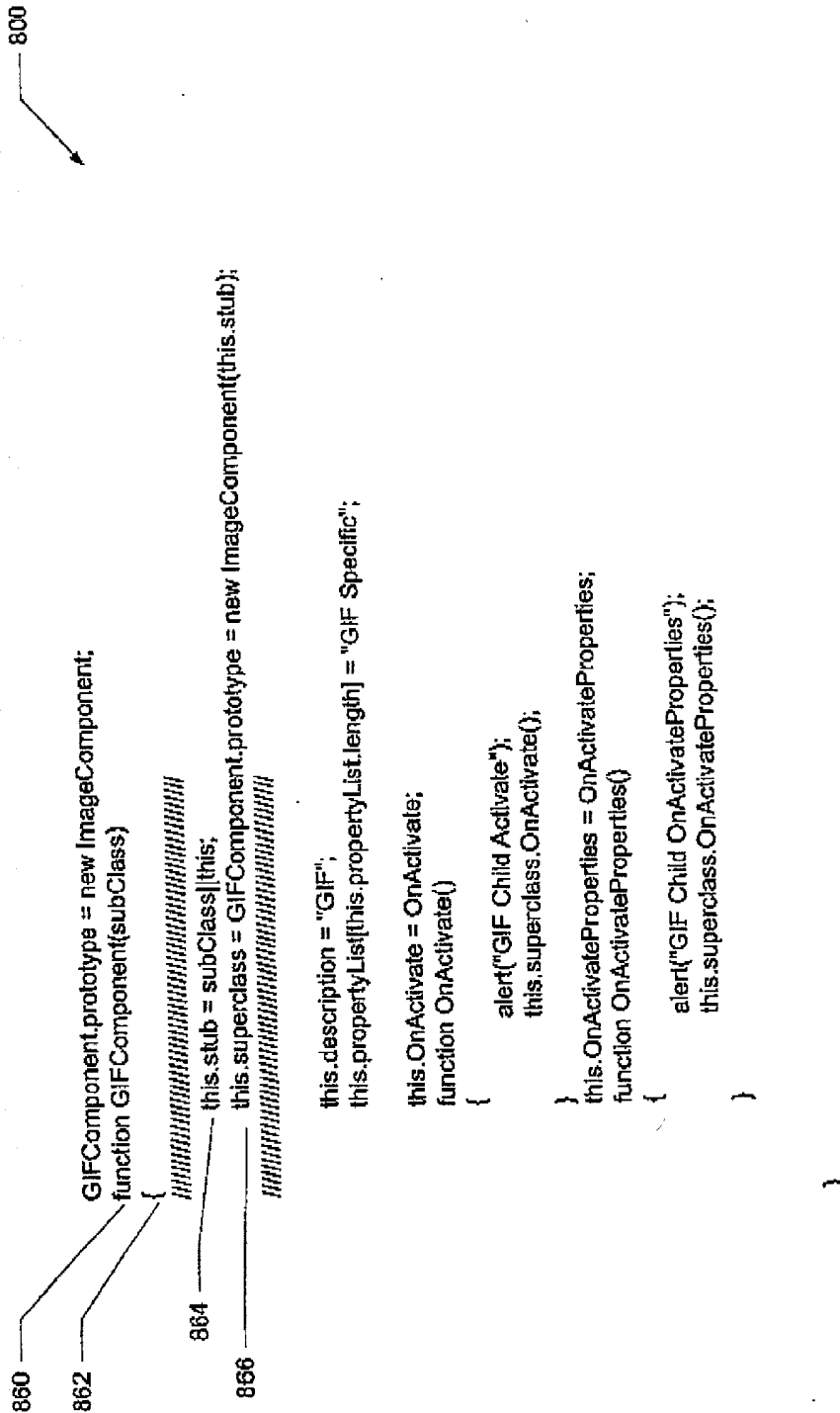


FIG. 15C

800

```

870 GIF89Component.prototype = new GIFComponent;
      function GIF89Component(subClass)
      {
872  //////////////////////////////////////
        this.stub = subClass||this;
        this.superclass = GIF89Component.prototype = new GIFComponent(this.stub);
        //////////////////////////////////////

        this.description = "GIF89";
        this.propertyList[this.propertyList.length] = "GIF89 Specific";

        this.OnActivate = OnActivate;
        function OnActivate()
        {
            alert("GIF89 Child Activate");
            this.superclass.OnActivate()
        }
        this.OnActivateProperties = OnActivateProperties;
        function OnActivateProperties()
        {
            alert("GIF89 Child OnActivateProperties");
            this.superclass.OnActivateProperties()
        }
      }
    }
  
```

FIG. 15D

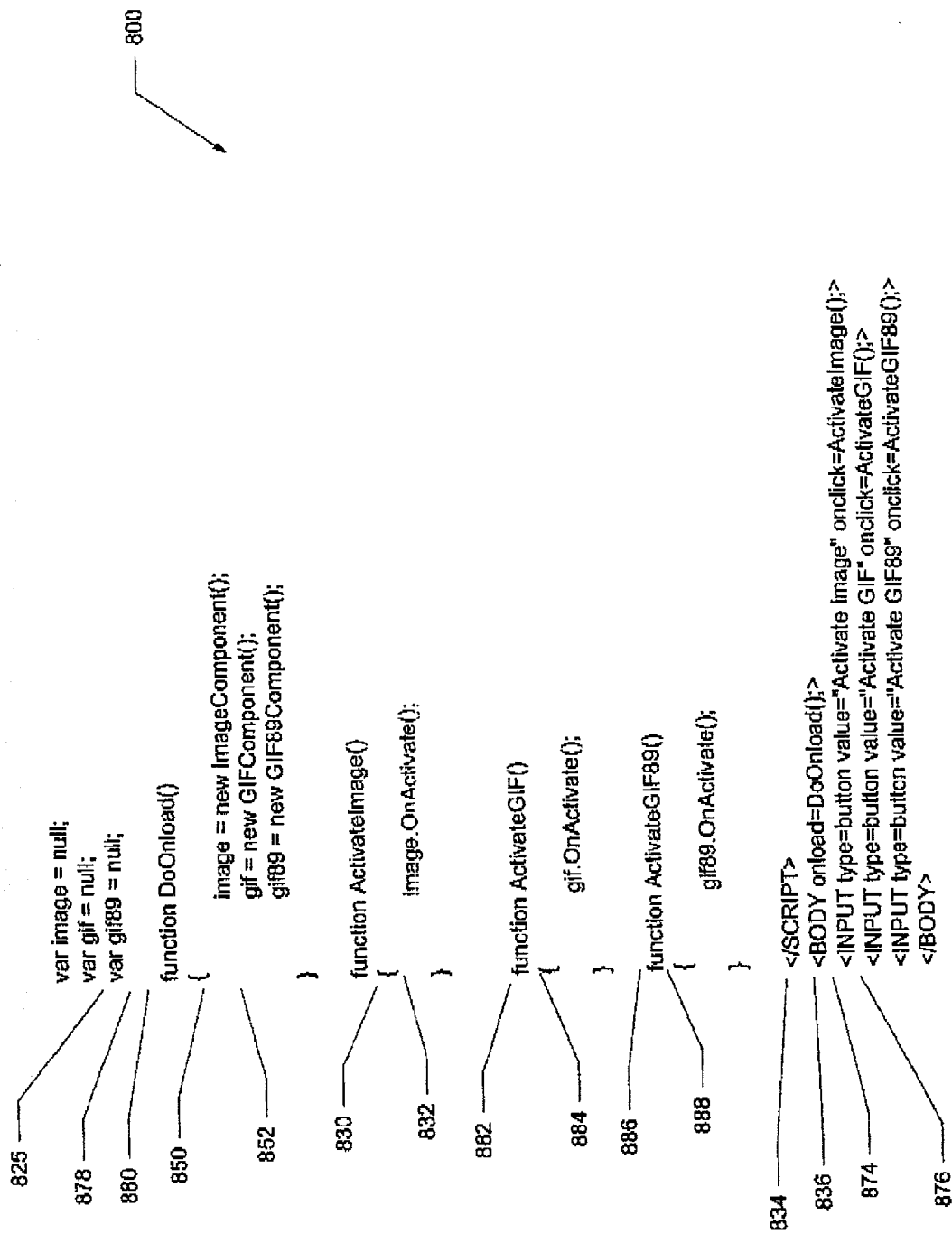


FIG. 15E

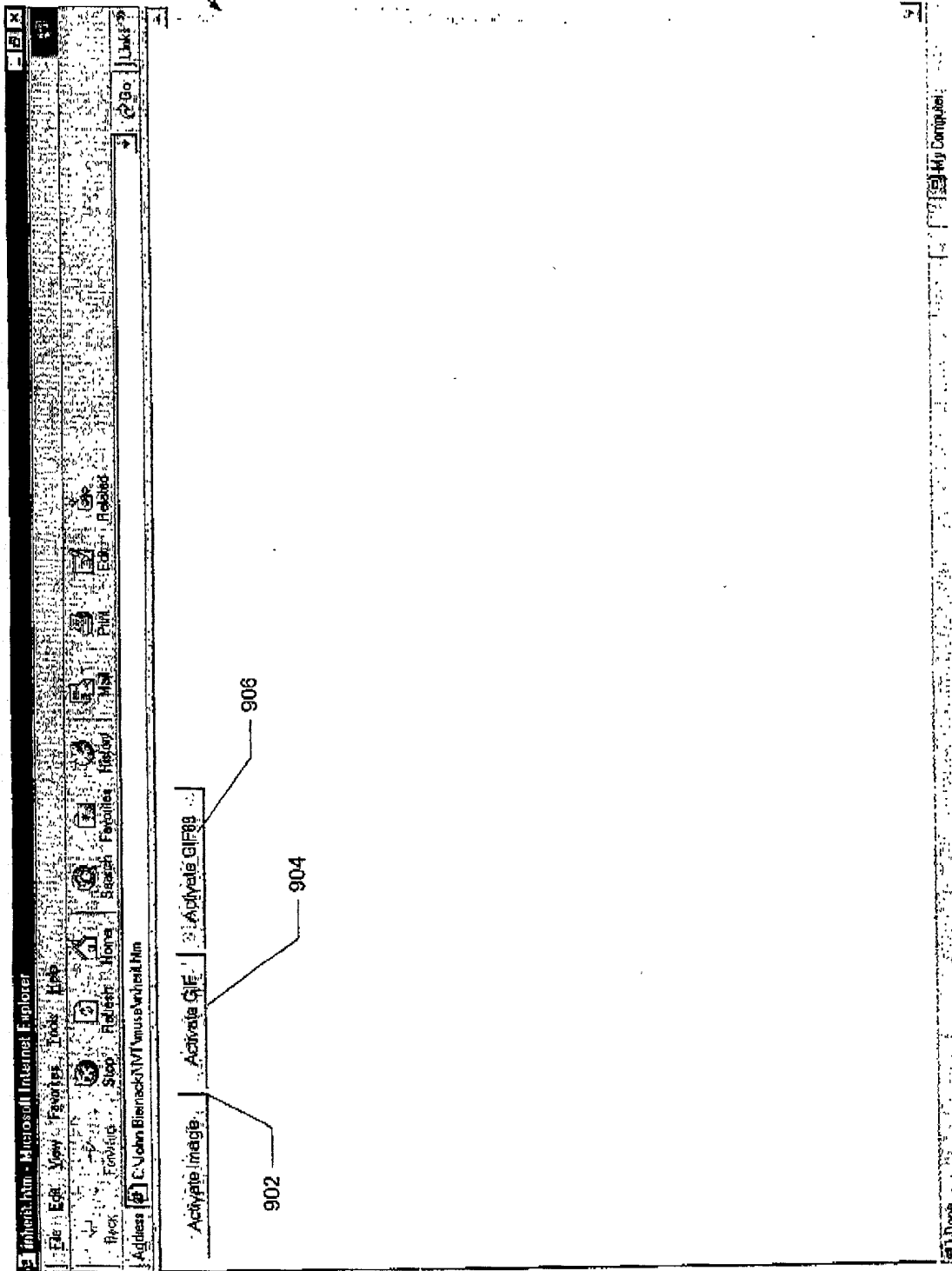


FIG. 16A

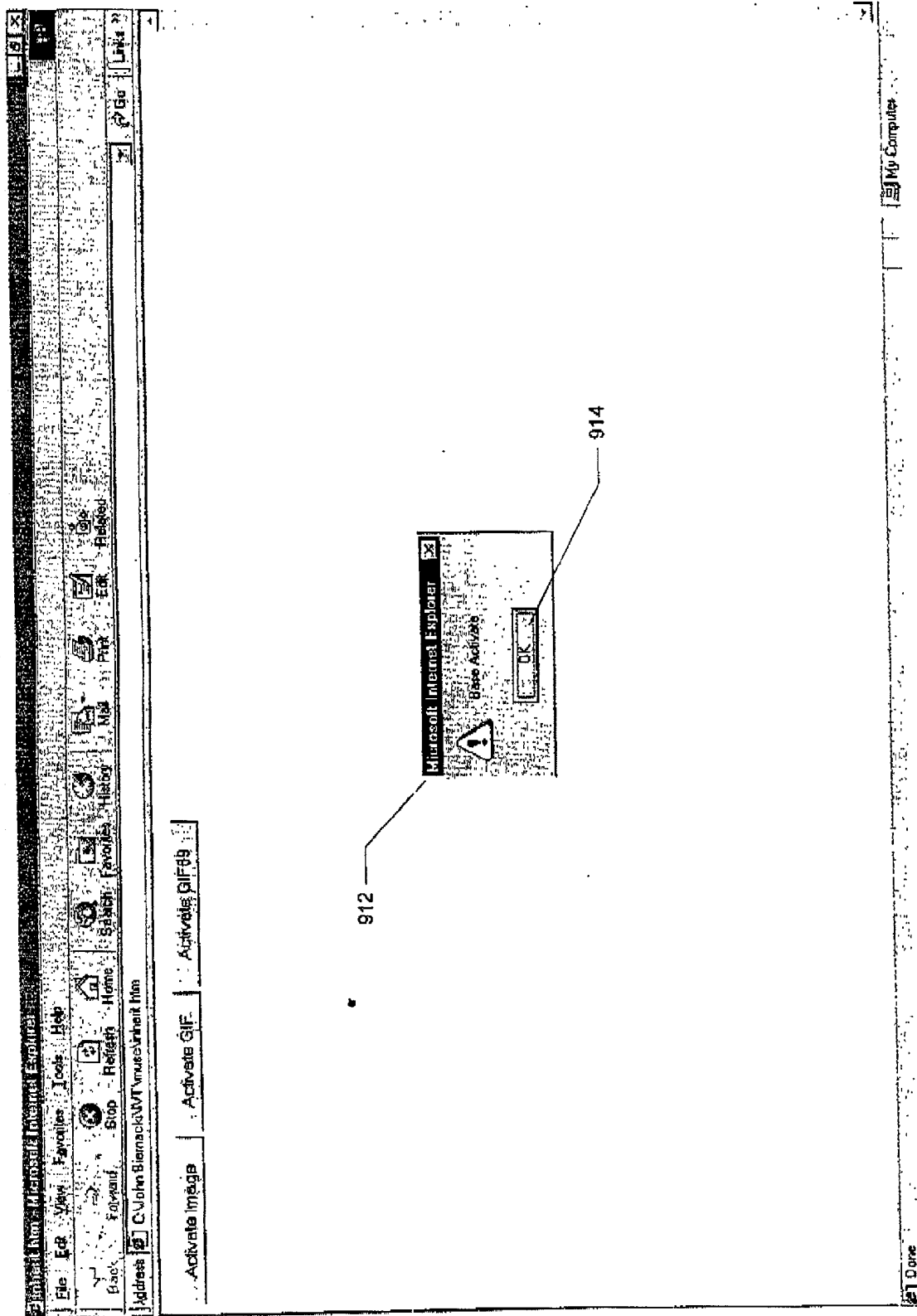


FIG. 16C

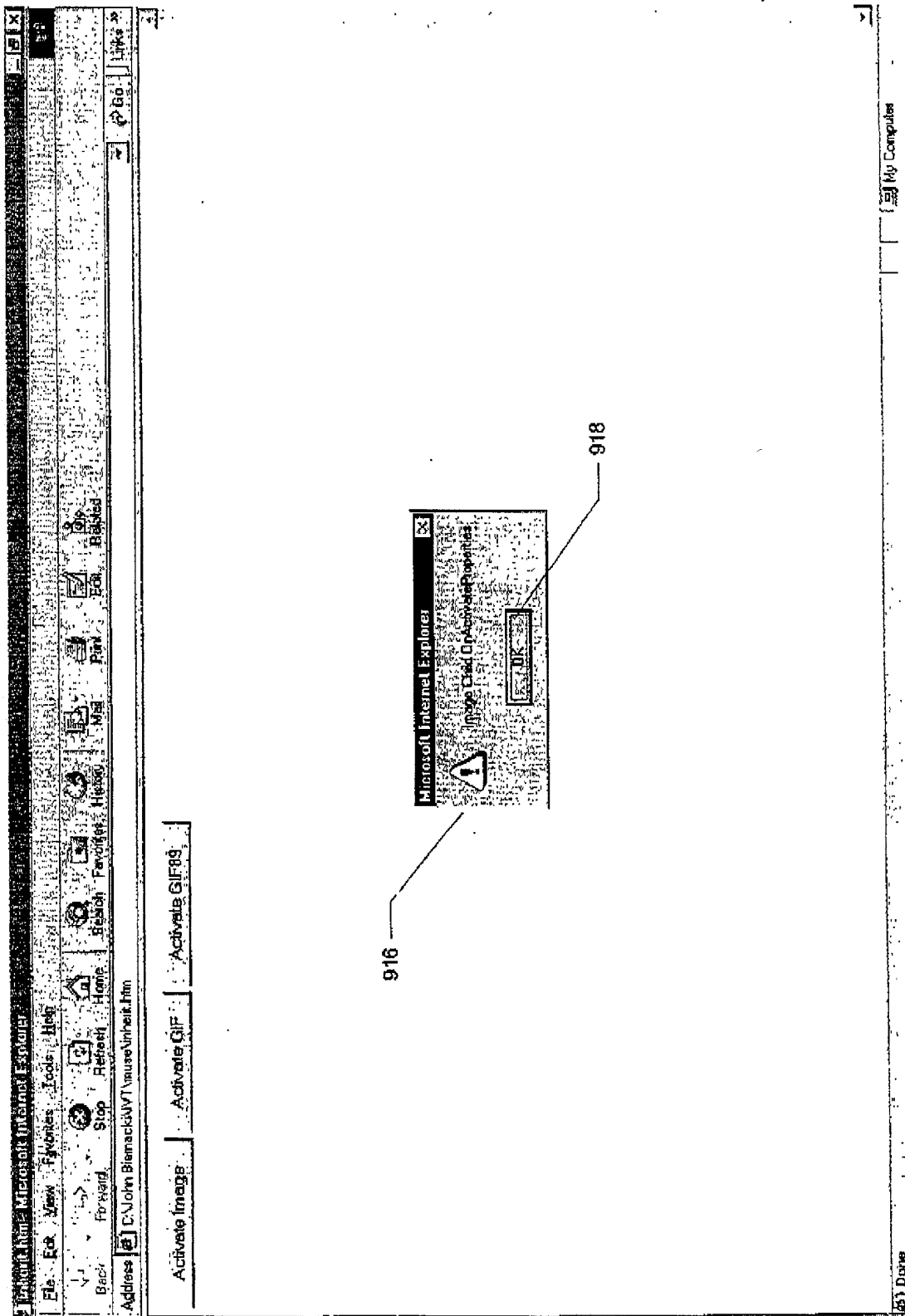


FIG. 16D

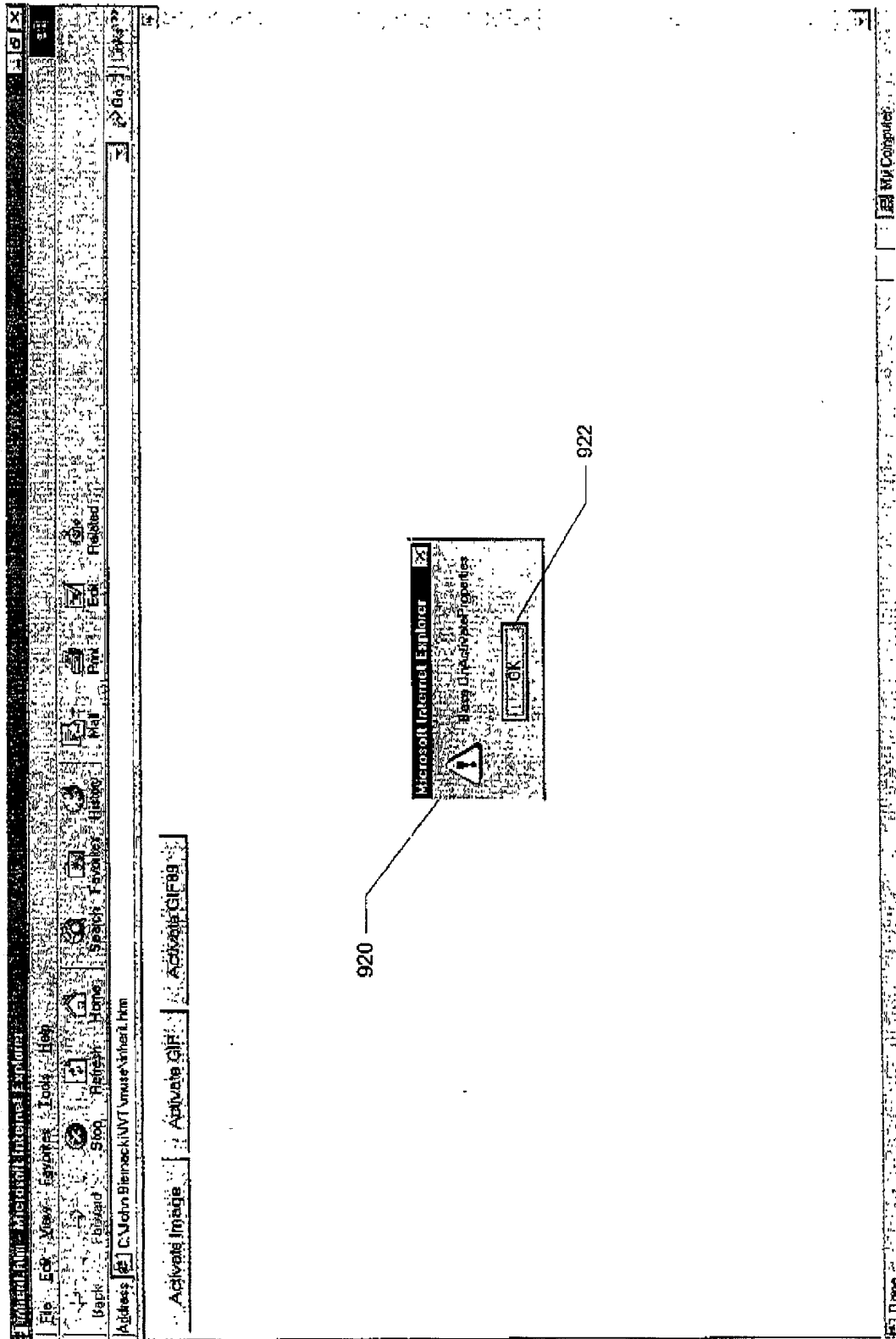


FIG. 16E

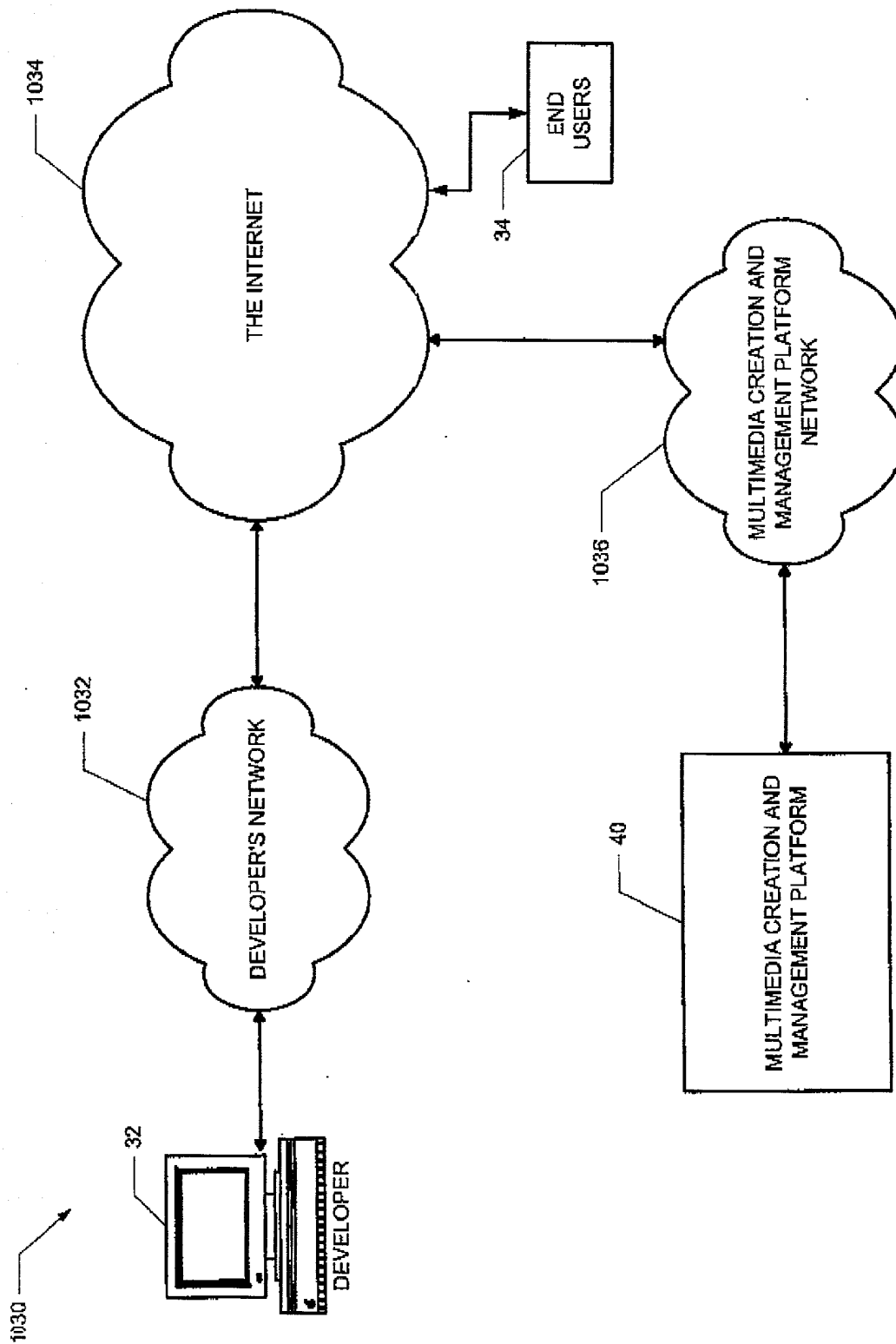


FIG. 17A

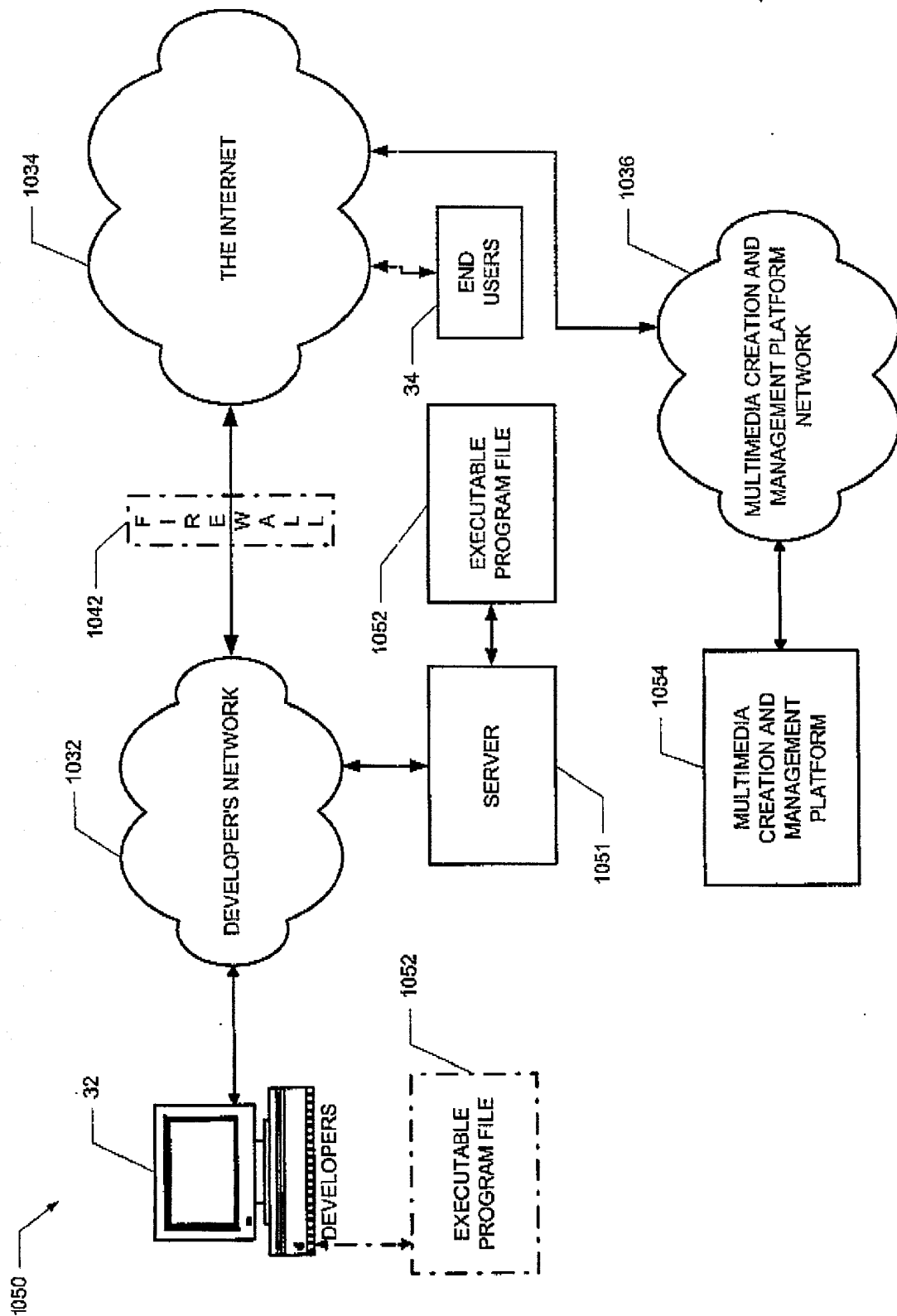


FIG. 17B